However, readability is more than just programming style..  
One approach popular for requirements analysis is Use Case analysis.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
There are many approaches to the Software development process.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Use of a static code analysis tool can help detect some possible problems.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.